

I Created 66

Chapter 66 66: Second Floor (Part 1)

Panicking, he quickly searched for a way out. He noticed a small lever hidden behind a cobweb-covered torch on the wall. He pulled it, and the trap mechanism stopped. Breathing a sigh of relief.

This is a trap designed to kill a Golden Core Realm. So, he won't take a risk if it will do any harm to him. Although he was confident in his dragon scale, he was not the kind of person that likes to take a risk.

[The host can use his power as a dungeon master to deactivate all the traps.]

Argon almost vomited blood, "System, why you didn't tell me earlier?!"

[The host didn't ask.]

Argon can only sigh, and continues his adventure, he didn't deactivate the traps. Because he wanted to know how difficult to deactivate the trap on his own.

As he made his way through the tomb, Argon encountered various traps and obstacles. Some were easy to avoid, while others required him to use his wits and quick reflexes to survive.

As he delved deeper into the tomb, he started to encounter more and more valuable treasures. He found ancient books filled with knowledge of ancient cultivation techniques, rare magical herbs, and powerful artifacts.

But most of these treasures were hidden or guarded by traps. He tried getting the cultivation techniques by solving the puzzle of the trap, but in the end, he give up and used his power as a dungeon master to deactivate the trap.

One of the cultivation techniques that he found was a wind-type technique called "Gale Force Fist". This technique was a high-level cultivation technique that required a Golder Core Realm master to use it. It focused on the use of wind energy to enhance the user's strength and speed, allowing them to move and strike with incredible force and agility.

The technique required the user to cultivate their body and their spirit, developing a deep understanding of the wind element and its properties. And what was written in the book said that those who mastered this technique could move like the wind itself, striking their enemies with lightning-fast punches and kicks that could shatter rocks and trees.

Apart from the cultivation technique, Argon also found a 4-star enchanted armor that was said to be made from the scales of an Olgoi, said to have a little blood of a dragon. The armor was light and flexible, yet incredibly strong, providing excellent protection against physical attacks while allowing the wearer to move freely.

He also found a pair of boots that were enchanted with the power of wind, allowing the wearer to move faster and jump higher. The description says the boots were said to be made by a master enchanter who had infused them with the essence of the wind element itself.

After examining all the treasures, Argon decided to put them back where he found them. He didn't want to risk upsetting the balance of the tomb by taking any treasures.

Sensing that Argon was tempted to get the treasures, the system reminded the host again.

[The host can't take any treasures from inside the dungeon.]

"I won't."

Furthermore, he doesn't need it. He can just buy it in the system shop if he wants to, he just checked it and found out that these items were only 500-1,000 soul coins. After all, the items inside the dungeon can be found in the system shop.

"System, are all the items in this place a one-time drop?" He asked.

[Yes, the host can pay some coins if you want a new random item to replace it, or the same item.]

"Alright, as long as it's not too expensive I think I can maintain this floor running."

As far as he knows there was only two Golden Core Realm powerhouse in the three kingdoms and the plague sect combined.

After exploring the small tomb, Argon decided to move on to the medium tomb. He already anticipated that the medium tomb was more dangerous than the small tomb, but he was determined to see what treasures lay inside.

As he entered the tomb, he noticed that the atmosphere was different from the small tomb. It felt darker and more oppressive, as if something evil was lurking nearby. He deactivates all the traps first.

Inside the medium tomb, Argon found many valuable treasures, including rare magical herbs, ancient books on cultivation techniques, and powerful artifacts.

He also found a set of 5-star enchanted armor, which was made from the scales of a rare beast called the Rock Drake. The armor was heavier than the Olgoi armor he found in the small tomb, but it was also much more durable, providing excellent protection against physical attacks.

After some time exploring the tomb, Argon found himself facing an open area of the tomb.

Looking around, he found a skeleton knight with an extraordinary sword impaled in its chest. The skeleton knight was standing still like a statue. It has broken full-body armor and a greatsword.

He approaches the skeleton knight, however, it didn't move at all. He then uses an identification on the sword.

[Starfury - A sword made from a rare metal alloy that has a shimmering, starry appearance. It is said that the blade can harness the power of the stars to increase its cutting power and speed.]

"System is this skeleton knight alive or not?" he asked.

[No, for now. To activate the skeleton knight the host needs to pay 25,000 soul coins.]

"Soul coins again." He was dejected. "So, if somebody manages to get here, they can just pull out the sword on the skeleton knight's chest, and they will get a powerful treasure, just like that?"

[That's right.]

After all that, Argon explored some more but didn't find anything worth mentioning. So he left the tomb and teleported straight to the biggest tomb.

There were twenty tombs on the second floor, but he doesn't want to explore them one by one. So, he goes straight to the last and biggest tomb.

As he arrived at the entrance of the biggest tomb, Argon was taken aback by its majestic appearance. The tomb looked more like a small castle than a tomb.